Label	Value
Project	Regression Testing – Sworn (PC Game Pass Edition, Team17) - One-week portfolio pass
One line Summary	Change-driven, golden-path regression on PC Game Pass build. Outcome: 8 passes, 1 fail, 1 not applicable, 1 known A11y cluster. Evidence linked from Matrix and Sessions.
Timebox	1 week solo
Platform	PC Game Pass, Windows
Build	PC Game Pass Build: 1.01.0.1039
Scope	Change-driven, risk-based regression against the current PC Game Pass build. Focus on golden-path stability (launch → play → quit → relaunch), save/load integrity, core menus, audio sanity, input handover, and items plausibly touched by the latest public patch notes. No parity claim with Steam. SteamDB notes used as an external oracle only.
Scope constraints	No internal access, no studio data. External patch notes as primary change oracle. Honest, limited scope appropriate for one-week solo work.
Oracles	- SteamDB patch notes: SWORN 1.0 Patch #3 (v1.0.3.1111), 13 Nov 2025 – https://steamdb.info/patchnotes/20786520/ - SteamDB patch notes v1.0.3.1111 used as upstream reference only. No platform parity assumed.
Environment	PC Game Pass
Networks	Stable broadband • Xbox services online • Cloud saves enabled
Tools	PC Game Pass (Xbox app) • OBS Studio • Xbox Game Bar • YouTube • Google Drive • Xbox Accessories • Diswoe x360 controllers • Jira
Tabs inside	1-Liner Summary - Regression Matrix - Session Log - Bug Log - STAR Summary - Glossary
Project type	Self directed portfolio project
Evidence tip	Use playlists for one-click viewing - individual links live in ..... and Session Log tabs
Contact	Kelina Cowell - kelinacowellqa@gmail.com

Area	1-Liner	Evidence
UI / HUD (Onboarding A11y)	Onboarding prompts are easy to miss due to small size and weak cueing; these A11y issues are known on build: 1.01.0.1039 from Day 0 and not retested because there is no new build.	Regression Matrix B-A11Y-01 Bug Log SWOR-1 to SWOR-4 Session Log S0
Core flow (Baseline smoke)	Baseline launch to play to quit to relaunch passed. No crashes or softlocks.	Regression Matrix BL-SMOKE-01 Session Log S1
Menus (Settings persistence)	Settings persistence passed. One video and one audio option survived a relaunch.	Regression Matrix BL-SET-01 Session Log S1
Save and load (Autosave Continue)	Autosave Continue worked from menu and after full relaunch. Room name and anchors matched	Regression Matrix BL-SAVE-01 Session Log S2
Core flow (Death to Stats to Hub)	Defect found: pressing Continue keeps Defeat overlay in foreground and starts a new run, blocking full Stats review. Defect reconfirmed in S6	Regression Matrix BL-DEATH-01 Bug Log SWOR-6 Session Log S2 and S6
Audio (Music continuity)	Music stayed continuous through combat, pause, unpause, and a level load in a single focused run.	Regression Matrix STEA-103-MUSIC Session Log S3
Audio (Dialogue Volume)	Dialogue Volume control is not present on this build. Treated as an observation. Effect and persistence not testable.	Regression Matrix STEA-103-AVOL Sessions Log S4
Enhancements	Cards were readable and requirements clear. Navigation worked without issues. Purchase-on-select appears intended.	Regression Matrix STEA-103-CODEX Sessions Log S5

Area	1-Liner	Evidence
Power-ups (Next-room effect)	One-button power-up worked in the next room of the same run. Relaunch persistence not applicable in a roguelite.	Regression Matrix BL-PWR-01 Session Log S7
Pause and Alt Tab	Paused, alt tabbed, and returned to the game. Audio and controls still worked	Regression Matrix BL-ALT-01 Sessions Log S8
Input (handover and hot plug)	Controller ↔ mouse/keyboard handover and one hot plug worked. Menus and gameplay responded. A11y note: small grey key prompts hard to read.	Regression Matrix BL-IO-01 Session Log S9
Enhancements	Purchase shown once in S5; same item still Owned after relaunch in S10. Totals not verified.	Regression Matrix BL-ECON-01 Sessions Log S5 Sessions Log S10

Patch item ID / ref	Patch note summary	Area	Risk	Direct check	Side effect check	Status	Result	Evidence link	Bug ID	Notes
B-A11Y-01	Baseline accessibility in onboarding	Onboarding	High	Not applicable on this build. Known A11y issues captured on Day 0.	None. Waiting for newer build.	Known issue (no new build)	Day 0 onboarding A11y issues (SWOR-1, SWOR-2, SWOR-3, SWOR-4) present on build 1.01039.0. Regression re-test not applicable until a new build.	Video / Subtitles / Spirit Choice Prompt / Spirit Blessing Box	SWOR-1 SWOR-2 SWOR-3 SWOR-4	Found on Day 0 on build 1.01039.0. No newer build yet. Clustered under B-A11Y-01.
BL-SMOKE-01	Baseline session flow	Core flow	High	Cold launch. Reach main menu. Start new or continue. Play 5 minutes in a stable area. Quit to desktop. Relaunch and reach main menu.	Check for audio cutouts during this flow.	Pass	Cold launch to main menu at 0:04. Entered gameplay at 0:20. No warnings or delays over 30 seconds, no stutter, audio pops, or missing HUD. Quit to desktop 6:19, relaunch 6:28, main menu 6:59. Flow stable.	Video	None	Part of weekly baseline.
BL-SET-01	Settings navigation and persistence	Menus	Medium	Open Settings. Change one video and one audio option. Back out to apply. Relaunch the game. Confirm both settings persisted.	Look for missing or newly added audio sliders and any broken highlights.	Pass	Opened Settings 07:01, changed one video and one audio option 07:05. Quit 07:49, relaunch 07:54, main menu 08:23. Both settings persisted at 08:28.	Video	None	Weekly baseline.
BL-SAVE-01	Session resume integrity (autosave and continue)	Save and load	High	Begin a run. Record anchors: room name splash, health bucket, weapon type, first words of objective. Quit to main menu and Continue. Verify anchors match. Quit to desktop, relaunch, Continue, verify anchors again.	After death or run end, confirm hub or lobby state displays meta progression if applicable.	Pass	Menu Continue resumed correctly to Wirral Forest: baseline room splash 00:44 then 01:26 after returning to gameplay. After full relaunch, Continue resumed correctly again: main menu 02:12, Continue 02:27, room splash 02:48. Anchors matched throughout: weapon sword, health 60/60, objective text start unchanged.	Video	None	Weekly baseline.
BL-DEATH-01	Death to Stats to Hub flow	Core flow	High	Die to reach Defeat. Press Continue. Stats should appear in foreground and wait for confirmation. Return to hub.	From hub, confirm meta progression display is accessible.	Fail	Pressing continue starts a new run immediately. Stats appears underneath with loading icon, then a new run starts. Cannot review Stats.	Video / Screenshot	SWOR-6	Found incidentally during S2 autosave and continue checks. Not part of planned scope but within baseline risk area.
STEA-103-MUSIC	Fix for music cutting out	Audio runtime	Medium	Play in a safe area for 10 minutes with combat transitions. Listen for music continuity across loading, pause, and unpause.	Toggle between areas or trigger loading screens to see if music drops.	Pass	Music stayed continuous across combat, pause, unpause, and the level load.	Video	None	SteamDB lists a fix for music cutting out. Use this as a side-effect probe on Game Pass without assuming parity.
STEA-103-AVOL	Dialogue Volume slider added on Steam build	Audio settings	Medium	Open Audio Settings. If a Dialogue Volume slider exists, adjust to minimum, trigger a cutscene or Paragon Ultimate callout, confirm effect. If not present, record absence.	Adjust master and music volumes during gameplay to check for audio cutouts.	N/A	Dialogue Volume setting is not present in Audio menu. No effect or persistence test possible.	Screenshot	None	External oracle from SteamDB. Parity with Game Pass unknown. Do not assume feature is present. Steam note: Dialogue Volume slider and music cutout fix were listed on 13 Nov 2025.
STEA-103-CODEX	Codex highlights Blessing requirements	Codex and UI	Medium	Open Enhancements Codex. Check if requirements are highlighted, including undiscovered ones. If not present on Game Pass, note the current behavior.	Navigate Codex with controller and mouse. Check focus states and readability.	Pass	Enhancements cards showed requirements clearly and selection was easy to follow. No navigation issues observed. Controller and mouse matched.	Video	None	External oracle from SteamDB. Parity with Game Pass unknown.
BL-PWR-01	Power-up next-room effect (one-button method)	Progression	Medium	Pick a spirit power-up that uses one button. In the next room, use only that button for ~30 seconds on basic enemies to confirm the effect.	Relaunch persistence not applicable for run power-ups in a roguelite.	Pass	One-button effect worked in the next room. Visible and consistent during the short run.	Video	None	Run power-ups reset on relaunch, so next-room check only.
BL-ALT-01	Pause and alt tab sanity	Audio	Medium	Pause, alt tab to desktop for about 10 seconds, return to game, unpause, play briefly	Open Settings once after return, back out, confirm audio and inputs stay OK	Pass	Audio and inputs worked after Alt+Tab.	Video	None	Recorded without mixer changes.
BL-IO-01	Input handover and hot plug sanity	Input	Medium	Controller → mouse/keyboard, then back to controller with a hot plug; open Settings; return to play	Menus respond after swaps; no stuck prompts	Pass	Swaps and hot plug worked.	Video	None	Accessibility observation: small grey key prompts on blessing choice screen are hard to read; bolder, brighter text would help.
BL-ECON-01	Enhancement spend applies once and persists after relaunch	Meta progression	Medium	Purchase shown in S5 clip (applied once)	After relaunch, item still Owned (S10 clip)	Pass	Purchase applied once (S5). Ownership persisted after relaunch (S10).	Video / Video	None	S5 clip shows 5 Moonstones, purchase for 5, then 0. S10 clip shows the same item marked Owned after relaunch.

Session ID	Date	Start time	End time	Duration (mins)	Focus	Patch items covered	Results summary	Bugs found	Evidence link	Notes
S0	22/11/2025	21:35	22:25	50	Familiarisation and onboarding accessibility review	B-A11Y-01	Subtitles clear 00:36. Prompts easy to miss 00:59 01:14 01:41. Spirit choice and blessing explainer clear 02:27 02:46.	SWOR-1 SWOR-2 SWOR-3 SWOR-4	SWOR-1 SWOR-2 SWOR-3 SWOR-4 Video	Day 0 onboarding A11y capture only. Subtitles clear; several prompts easy to miss; later choice/explainer clear. Not a regression re-test.
S1	24/11/2025	12:13	13:04	51	Baseline smoke. Launch to play to quit to relaunch. Quick settings persistence.	BL-SMOKE-01 BL-SET-01	Cold launch to main menu at 0:04. Entered gameplay at 0:20. No warnings or delays over 30 seconds. Pause and unpause clean at 0:23. No stutter, audio pops, or missing HUD. Quit to desktop at 6:19. Relaunch at 6:28 to main menu at 6:59. Opened settings at 07:01 and changed one video and one audio option at 07:05. Quit at 07:49, relaunch at 07:54, main menu at 8:23. Verified both settings persisted at 08:28.	None	Video	Controller and mouse navigation OK. All timestamps embedded in Results.
S2	24/11/2025	13:18	15:29	131	Autosave and Continue using room name anchor. Unplanned death-flow defect observed.	BL-SAVE-01 BL-DEATH-01	Room splash 00:44 Wirral Forest. Exit to menu 00:49. Continue 00:56. Back to lobby 01:06. Return to gameplay 01:25 → room splash 01:26 (resume OK). Quit to desktop 01:29. Relaunch 01:39 → main menu 02:12. Continue 02:27 → room splash 02:48 (resume OK after relaunch). Defeat 03:17. Return to lobby 03:32. Anchors matched throughout: weapon sword, health 60/60, objective text start unchanged. Unplanned discovery: death flow defect observed while testing autosave and continue.	SWOR-6	Video Additional bug clip: Video	Autosave Continue check. Room name anchor matched after menu Continue and after relaunch. Discovery type: Unplanned side-effect during S2.
S3	1/12/2025	12:35	13:39	64	Audio continuity and music stability. Save and load integrity.	STEA-103-MUSIC	Launch 0:13. Lobby 0:26. Enter level 0:45. Listen 0:46-0:56. Combat 0:59-01:11. Pause 01:12-01:26. Unpause 01:27. Combat 01:28-01:48. End of level 01:49, choose power up. Music check before load 02:19. Proceed to next level 02:33. Enter next level 02:38. Avoid enemies 02:40 for clear listen. Exit to main menu 02:59. Result: music stayed continuous throughout. No cutouts.	None	Video	One focused run: music stayed continuous through combat, pause, unpause, and a level load. Oracle = SteamDB v1.0.3.1111 (upstream). No parity assumed.
S4	01/12/2025	13:50	14:22	32	Audio settings presence and effect (Dialogue Volume)	STEA-103-AVOL	Opened Settings → Audio. Only Master, Music, and SFX were available. Dialogue Volume control not present, so effect and persistence could not be tested.	None	Screenshot	Observation only. Used power up scene plan, but control was not available.
S5	01/12/2025	14:23	15:20	57	Audio settings and Codex UI. Check for Dialogue Volume slider and Blessing Codex highlighting.	STEA-103-CODEX	Pass. Cards were readable. Selection was clear. Locked cards showed requirements. No issues moving, selecting, or backing out. No skips or delays.	None	Video	Enhancements are purchase-on-select. Controller and mouse matched. Design appears intended.
S6	01/12/2025	15:32	16:17	45	Death flow sanity vs normal quit	BL-DEATH-01	Fail. On Defeat, pressing Continue immediately starts a new run. Stats opens underneath with a loading icon, then a new run starts. Cannot review Stats.	SWOR-6	Video	Reconfirmed in S6. No further re-test until a new build.
S7	02/12/2025	15:00	15:51	51	Power-up effect in next room. One-button only method.	BL-PWR-01	Started at spirits screen. Picked Shadow Touch (RB Button). Entered next room and used RB only for about 30 seconds on basic enemies. Effect was visible and consistent.	None	Video	Roguelite run power-ups reset on relaunch, so next-room check only. One-button method. Button used: RB.
S8	02/12/2025	16:10	17:56	106	Pause, alt tab, resume audio and input sanity	BL-ALT-01	Pause 00:08 → Alt+Tab 00:11 → Back to pause screen 00:25 → Back to gameplay 00:32 → Open Settings 00:44 → Back to gameplay 00:57 → Main menu 01:04. Audio and inputs fine.	None	Video	No mixer changes during the run.
S9	03/12/2025	15:30	16:57	87	Input handover and hot plug	BL-IO-01	Controller 00:00−00:21 → mouse/keyboard 00:22−01:09 → unplug 01:10 → reconnect 01:16 → controller 01:17 → open Settings 01:34 → back to gameplay 01:46 → main menu 02:00. Menus and gameplay responded after each swap and hot plug.	None	Video	Accessibility observation: on the blessing choice screen the keyboard prompts (right mouse button, Q, SPACE) are tiny light grey on mid grey. Hard to read. Same style on other prompts. Would benefit from bolder, brighter text.
S10	03/12/2025	17:14	18:30	76	Enhancement spend and ownership persistence	BL-ECON-01	Used S5 purchase clip as proof the item was bought once. Today, relaunched and opened Enhancements. The same item shows Owned. Result: Pass for ownership persistence. Currency total not verified in S5.	None	Video Video	Ownership persisted after relaunch. Moonstone before/after captured in S5. Moonstones 5→0 at purchase.

Bug ID	Title	Area	Environment	Build	Steps to repro	Expected result	Actual result	Severity	Repro rate	Status	Evidence link	Linked patch item	Notes
SWOR-1	[PC][UI][Accessibility] First tutorial prompt small and top left	UI / Accessibility	PC Game Pass, Windows 11, Controller: Diswoe X360	1.0.1039.0	1. Start onboarding from a fresh save 2. Reach the first Dash tutorial 3. Observe prompt size and placement	Tutorial prompts are large, readable, and near player focus	Prompt is small in the top left. Green color, audio, and motion help, but readability is reduced. Seen at 0:44	Low	3/3	Not fixed	Screenshot	B-A11Y-01	Usable but small. Suggest modest size increase or closer placement. Found on Day 0 on build 1.0.1039.0. No newer build yet, so not re-tested as regression. Clustered under B-A11Y-01
SWOR-2	[PC][UI][Accessibility] X prompt bottom center has weak cue and was missed	UI / Accessibility	PC Game Pass, Windows 11, Controller: Diswoe X360	1.0.1039.0	1. Continue onboarding 2. Reach the X prompt at bottom center 3. Observe cueing and discoverability	Prompt is visually and audibly cued so players notice it immediately	No motion or audio cue. Prompt was missed in play and only noticed on review. Seen at 0:59	Medium	3/3	Not fixed	Screenshot	B-A11Y-01	Missed in live play. No motion or sound cue. Bottom center placement. Add a short chime and mild pulse. Raise cue mix priority so it is not masked by ambient audio. If no input after 3 seconds, repeat cue. Check if UI scale helps. Found on Day 0 on build 1.01039.0. No newer build yet, so not re-tested as regression. Clustered under B-A11Y-01
SWOR-3	[PC][UI][Accessibility] Three combat prompts top left are small and hard to read under SFX	UI / Accessibility	PC Game Pass, Windows 11, Controller: Diswoe X360	1.0.1039.0	1. Engage first enemies in onboarding 2. Observe three prompts in top left during combat 3. Listen for audio cue while combat sounds play	Prompts remain readable during combat with distinct color and adequate size	Small white text in top left. Combat SFX mask cue. Text could not be read at a glance. Seen at 1:14	Medium	3/3	Not fixed	Screenshot	B-A11Y-01	Green A glyph earlier was easier to see by contrast. Prompt already has subtle motion and a chime, but combat SFX drowns it out. Suggest raising the cue's mix priority or briefly ducking combat audio when the cue plays. Add a repeat chime if no input after 2–3 seconds. Increase button glyph size, use a high contrast color, and consider placement closer to player focus. Check if UI scale increases prompt size. Found on Day 0 on build 1.01039.0. No newer build yet, so not re-tested as regression. Clustered under B-A11Y-01
SWOR-4	[PC][UI][Accessibility] X prompt bottom center repeated without cue and was missed	UI / Accessibility	PC Game Pass, Windows 11, Controller: Diswoe X360	1.0.1039.0	1. Reach the Fae Banner interaction in onboarding 2. Observe X prompt at bottom center	Prompt draws attention with mild motion and sound	No motion or sound. Prompt noticed only at 1:47 after delay. Seen at 1:41	Medium	3/3	Not fixed	Screenshot	B-A11Y-01	Repeat X prompt. No motion or sound cue and was missed again. Add a short chime and mild pulse. Raise cue mix priority and repeat if no input after 3 seconds. Consider larger size or higher contrast. Found on Day 0 on build 1.01039.0. No newer build yet, so not re-tested as regression. Clustered under B-A11Y-01
SWOR-6	[PC][UI][Flow] Defeat overlay blocks Stats; Continue starts a new run	UI • Post-death flow	PC Game Pass, Windows 11, Controller: Diswoe X360	1.01039.0	1. Start a run. 2. Die to reach Defeat screen. 3. Press A on Continue. 4. Observe the screen layering and what happens next.	After Defeat, pressing Continue should reveal the full Stats screen in the foreground and wait for player confirmation before leaving it.	After Defeat, pressing Continue keeps the Defeat screen in the foreground. The Stats screen renders underneath (visible through the Defeat overlay) and a loading icon appears at bottom right. The game then loads a new run without allowing review of the Stats screen.	Medium	3/3	New	S2: Screenshot Video S6: Video	BL-SMOKE-01	S1 shows expected: Defeat → full Stats (foreground). S2 shows Stats drawn underneath Defeat with loading icon, then auto-starts a new run. S6 reconfirmed: pressing Continue on Defeat starts a new run; Stats cannot be reviewed first.
SWOR-15	[PC][A11y][UI] Blessing choice screen key prompts are hard to read (small, low-contrast)	UI • HUD • Blessing choice screen	PC Game Pass, Windows 11, Keyboard and Mouse	1.01039.0	1. Reach a blessing choice screen 2. Look at the keyboard prompts on the right (Right Mouse, Q, Space). 3. Compare legibility to nearby UI text.	Prompts are easy to read at a normal viewing distance. Clear size and contrast.	Prompts are tiny light grey text on a mid grey box. Hard to read. Same style seen on other prompts.	Medium	3/3	Open	Screenshot (Blessing Screen)	-	Suggest larger font and higher-contrast colour for the key labels.

Bug ID	Title	S (Situation)	T (Task)	A (Actions)	R (Result)	Evidence
SWOR-1	[PC][UI][Accessibility] First tutorial prompt small and top left	Day 0 familiarisation on PC	Check first tutorial prompt size and placement	Start fresh, reach first Dash tutorial, observe prompt	Small top-left text; readable but below expected prominence	Screenshot
SWOR-2	[PC][UI][Accessibility] X prompt bottom center has weak cue and was missed	Day 0 familiarisation on PC	Check if bottom-center tutorial prompts are discoverable without prior knowledge	Played onboarding to the X prompt; watched for motion or audio cue; reviewed playback to confirm what was shown on screen	No motion or sound cue so the prompt was missed in live play and only noticed on review; discoverability is weak	Screenshot
SWOR-3	[PC][UI][Accessibility] Three combat prompts top left are small and hard to read under SFX	Day 0 familiarisation on PC	Check if combat prompts are readable and discoverable during action audio	Replayed the combat intro and watched the three prompts while combat sounds played; compared with the clearer green A glyph earlier; captured screenshot and timestamp	Prompts were small white text in the top left and the chime was masked by combat SFX; readability at a glance was poor; logged Medium with clear suggestions	Screenshot
SWOR-4	[PC][UI][Accessibility] Three combat prompts top left are small and hard to read under SFX	Day 0 familiarisation on PC	Check if repeat prompt becomes noticeable with consistent cueing	Continued onboarding to the later X prompt at the banner; watched for any motion or chime; compared with earlier prompts	No motion or sound cue; not noticed until ~01:47 after delay; consistency and cueing need improvement	Screenshot
SWOR-6	[PC][UI][Flow] Defeat overlay blocks Stats; Continue starts a new run	S2 and S6 autosave/continue session; death flow observed	Verify death → stats → hub flow allows stats review	Died, pressed Continue, noted overlay layering; clipped the moment at 00:20	Defeat overlay stayed foreground; Stats rendered underneath with loading icon; new run auto-started; stats review blocked	Screenshot
SWOR-15	[PC][UI][Accessibility] Blessing choice key prompts small and low-contrast	During S9 (input handover), the blessing choice screen showed tiny light grey key prompts on a mid grey box. Hard to read at normal distance. Same style seen on other prompts.	Capture clear evidence and log an accessibility readability bug. Keep scope to prompt size and contrast. Do not claim wider design intent.	Recorded S9 clip with timestamps. Took a screenshot of the blessing choice screen. Logged Jira SWOR-15 with Priority Medium, in Backlog, labels accessibility/ui/pc-gamepass/ blessings. Cross-linked Regression Matrix BL-IO-01 and Sessions Log S9.	Issue is documented with video and screenshot. Ready for UI/UX review. Suggested improvement: larger text and higher-contrast colour for key labels. Marked "Needs Retest" only when a new build is available.	Screenshot

Term	Plain-English Definition	Example
Regression Matrix	Main table that maps checks to results and evidence	Row BL-DEATH-01 links to SWOR-6 and S6 video
Sessions Log	Time-boxed diary of each run with results and links	S8 shows pause to alt tab to return timestamps
Bug Log	List of issues with steps severity repro rate and evidence	SWOR-6 defeat overlay blocks Stats
STAR Summary	Short story of a key bug using Situation Task Action Result	SWOR-15 accessibility prompts readability
Oracle	Trusted source used to judge behaviour	SteamDB notes used as upstream only for guidance
Golden path	Most common player route you prioritise first	Launch to play to pick blessing to next room
A11y (Accessibility)	Making the game easier to see hear and use	Small low-contrast key prompts on blessing screen
Pass	The check behaved as expected	S8 alt tab sanity passed
Fail	The check did not behave as expected	BL-DEATH-01 failed due to SWOR-6
Intermittent	Sometimes works and sometimes not within one session	Audio cuts briefly then returns in the same clip
Not applicable	The check does not apply to this build or setup	Dialogue Volume control not present in S4
Evidence link	File or screenshot that proves the result	S9 video path in Sessions Log and Matrix
Anchor	A clear before or after thing you compare	Owned tag on an enhancement card
Autosave	Game writes progress in the background	S2 used Autosave then Continue
Continue	Load the latest autosave and resume the run	S2 and S6 used menu Continue from title
Defeat overlay	Screen shown on death	Blocks Stats in SWOR-6
Stats	Run summary screen to review after a run	Expected before starting the next run
Relaunch	Quit the game fully then open it again	Used for S1 settings and S10 confirm

Enhancement	Meta item you buy with currency in the hub	Purchase shown in S5 Owned after relaunch in S10
Power-up (Blessing)	Choice at end of a room that affects the current run	S7 one button method showed effect next room
Owned	UI state that shows an item was already purchased	S10 shows the same enhancement marked Owned
Input handover	Swap between controller and mouse keyboard while playing	S9 controller to M K to controller
Hot plug	Unplug and reconnect a device during play	S9 unplugged and reconnected the controller
Alt tab	Switch out to desktop and back	S8 tested audio and input after returning
One-button method	Use one input only to make an effect obvious on video	S7 pressed one button to prove the blessing worked
Room name splash	Text banner that shows the area entered	S2 used room name as a resume anchor
Portfolio project	Self directed case study not studio work	README says Timebox one week solo